FANTASY PORTAL FX v1.0

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Introduction

Hello and welcome to the documentation of Fantasy Portal FX. Here you'll find some information on how to most efficiently use and customize the asset for your project.

If you're ready to dive right in, the effects can be found in the **'Fantasy Portal FX/Prefabs** folder. Here you can find the demo portal frame, including portals and their opening effects in separate folders. Portals are sorted into 3 main categories: Framed Circular, Framed Rectangular and Floating. To view an effect, you can simply drag and drop it into your Scene and the effect will start playing immediately.

You can also more efficiently browse effects directly in Unity by adding all the demo scenes from the **'Fantasy Portal FX/Demo/Scenes'** folder into the Build Settings, open one of the scenes and press Play. While in the Game window you can click through the in-game button row at the bottom to navigate to the different scenes.

Scaling effects

To scale an effect while it is inside a scene, you can simply use the default **Scale Tool**. You can also select the effect and type in your new **Scale** in **Transform** in the Inspector. In most cases you will want to keep the scale uniform. If the scale is not uniform, certain elements of the effects may appear to be stretched.

The effects in Fantasy Portal FX consists almost entirely out of **Particle Systems** which have their **Scaling Mode** set to **Hierarchy**. This lets you scale the effects easily without having to change the Start Size values on multiple sub-particle systems.

Please note that some parts of the effects such as **Point Lights** may have to be manually adjusted afterwards if you scale an effect, as Transform does not affect them.

Upgrading to LWRP / URP

When you import the asset for the first time, the asset will be using Shaders for the **Built-in Render Pipeline** (often called Standard). If you are planning to work in Standard, upgrading is not necessary.

Before upgrading, make sure your project is configured to use the **LWRP (Lightweight Render Pipeline)** or **URP (Universal Render Pipeline)**.

WARNING: Any changes made to original materials and prefabs in the asset folder may be lost when upgrading as certain assets will be overwritten.

To upgrade to LWRP, locate the **'Fantasy Portal FX\Upgrade'** folder, then open (double-click) and Import the bundled **'Fantasy Portal FX LWRP'** unitypackage to your project. This will replace all of the Materials in the asset folder, and make some minor changes to Scenes and Prefabs in the **'Fantasy Portal FX/Demo'** folder.

If you accidentally upgraded, you can also revert to Standard materials by reimporting the asset.

FAQ

Q: Can I use this asset in my commercial game?

A: Yes! Most assets from the Asset Store often use the same license. Read more [here](#) or check the [EULA](#).

Q: Will this asset be available in HDRP?

A: At the moment it is not planned, but maybe!

Contact

Need help with anything? For the quickest response, please reach me at archanor.work@gmail.com.

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